

Question Bank (I scheme)

Name of Subject: Java Programming (JPR)

Unit Test: II

Subject Code: 22412

Course: IF4I

Semester: IV

Chapter 4 : Exception handling and Multithreading (12 marks)

2 Marks

1. Define concept of Exception? Give different types of exception that could occur during runtime.
2. Write steps to create a thread using Runnable interface.
3. Describe thread priority.
4. Describe use of throws with syntax and example.

4 Marks

1. Explain the following clause in exception handling.
a) try b) catch c) throw d) finally
2. Develop a program to accept a password from the user and throw “Authentication Failure” exception if the password is incorrect.
3. Write a Applet program to set background with red colour and foreground with blue colour.
4. Compare between Process-based Multitasking and Thread-based Multitasking
5. Implement multithreading to perform simultaneous processes.
6. Write a program to create two thread one to print odd number only and other to print even numbers.
7. Define an Exception called “NotMatchException” that is thrown when a string is not equal to “India”. Write a program that uses this exception.

Chapter 5: Java Applets and Graphics Programming (10 marks)

2 Marks

1. Describe any four attributes of <applet> tag.
2. Write syntax to create an object of Font class with example.
3. Give syntax of <param> tag to pass parameters to an Applet.
4. Describe with proper syntax and example of following Graphics methods:
i) setBackground() ii)setForeground()

4 marks

1. Explain Applet life cycle with suitable diagram.
2. How to pass parameter to an applet? Write an applet to accept Account No and balance in form of parameter and print message "low balance" if the balance is less than 500
3. Explain the following methods :
(i) drawRect() (ii)drawPolygon (iii) drawArc() (iv) drawRoundRect()
4. Explain the following methods :
(i) drawLine() (ii)drawOval (iii) setColor() (iv) getParameter()
5. Define applet. Write a program to create an applet to display message “Welcome to java Applet”.

Chapter 6: Managing Input/Output/Files in Java (08 marks)

2 Marks

1. Define stream classes. List any two input stream classes from character stream.
2. Give any two methods from File class with their usage.
3. Write any two methods from Character Stream classes.
4. List the any two constructors of FileInputStream class and FileOutputStream class.

4 Marks

1. Develop a program to copy characters from one file to another.
2. Enlist types of stream classes and describe methods for reading and writing data for each types.
3. Develop a program to write bytes to a file.
4. Explain byte stream classes in detail.
5. Explain character stream classes in detail.